

# “Sunray Down!”

The Battle of Goose Green  
Friday 28th May 1982

*A Scenario for 'Battlefront: Modern'*  
By R Mark Davies



## Historical Background

When the Argentine *Junta* congratulated themselves over their successful invasion of the lightly-defended British Falkland Islands on 2nd April 1982, they fully expected the British Government to acquiesce and accept Argentine sovereignty over the archipelago. They expected to leave a token garrison on the islands, ethnically cleanse the fiercely British population and move to attack the real threat to their power in South America – Chile.

However, the British response to the invasion was far more belligerent than even the most pessimistic Argentine forecast and a large British amphibious Task Force was soon sailing south. The *Junta* were now faced with a dilemma; since the seizure of the Falklands they had been ramping up to a war with Chile, which was similarly mobilising her armed forces for war. This mobilisation of forces left precious little with which to garrison the Falklands, but a garrison force had to be found. A divisional-sized force of two infantry brigades was therefore scraped up from across Argentina, regardless of their suitability or preparedness for Arctic warfare.

The first British ground forces arrived in the theatre of war on 21st April, as SAS special forces landed on South Georgia. The Argentine garrison of South Georgia surrendered on 25th April to a joint Royal Marine/SAS/SBS/Royal Navy force and attention moved inexorably toward the Falkland Islands.

The first major engagements occurred on 1st May: a lone RAF Vulcan bomber, flying a marathon mission from Ascension Island, bombed the main Argentine base at Port Stanley Airport, followed closely by Sea Harrier strikes and naval bombardment from Task Force warships. The first air-to-air engagements also took place on this day between Royal Navy Sea Harriers and Argentine fast jets flying from the mainland. On the following day, the Royal Navy scored a major victory as the cruiser *ARA Belgrano* was sunk by the nuclear submarine *HMS Conqueror*. The rest of the Argentine fleet immediately fled for port, leaving air power alone to deal with the Task Force.

The Argentine Navy soon proved that they had teeth, however. On 4th May an Argentine Navy Super-Étendard aircraft succeeded in crippling the destroyer *HMS Sheffield* (she would sink six days later). A fearful new word had been added to the British popular consciousness: *Exocet*.

With the greater part of the Argentine garrison now deployed in the immediate vicinity of Port Stanley (possibly as a result of the ongoing air and sea campaign against the defences there), the time was ripe for an amphibious landing on a more lightly-defended part of the coast. On 21st May elements of the Task Force carrying 3 Commando Brigade sailed into Falkland Sound (the stretch of water between East & West Falkland) and conducted a textbook amphibious landing in the sheltered waters of San Carlos and Ajax Bay, on the western coast of East Falkland.

With the British ashore at San Carlos, the Argentine air forces now had a fixed target to attack. Wave after wave of aircraft sortied from Argentina to strike at the assault fleet assembled in San Carlos Water (or 'Bomb Alley' as it soon became known), while Pucará and MB-339A close-support aircraft struck at the landing beaches from their bases in Port Stanley and Goose Green. From 21st-25th May, the Argentines suffered the loss of 22 aircraft in attacks on British ships and ground positions around San Carlos, but inflicted severe losses on the British – the destroyer HMS Coventry and the frigates HMS Ardent and HMS Antelope were sunk, with eight other ships being damaged and four helicopters being lost. Nevertheless, the landing operations continued unabated and the Argentine Army made no effort to mount a counter-attack against the bridgehead.

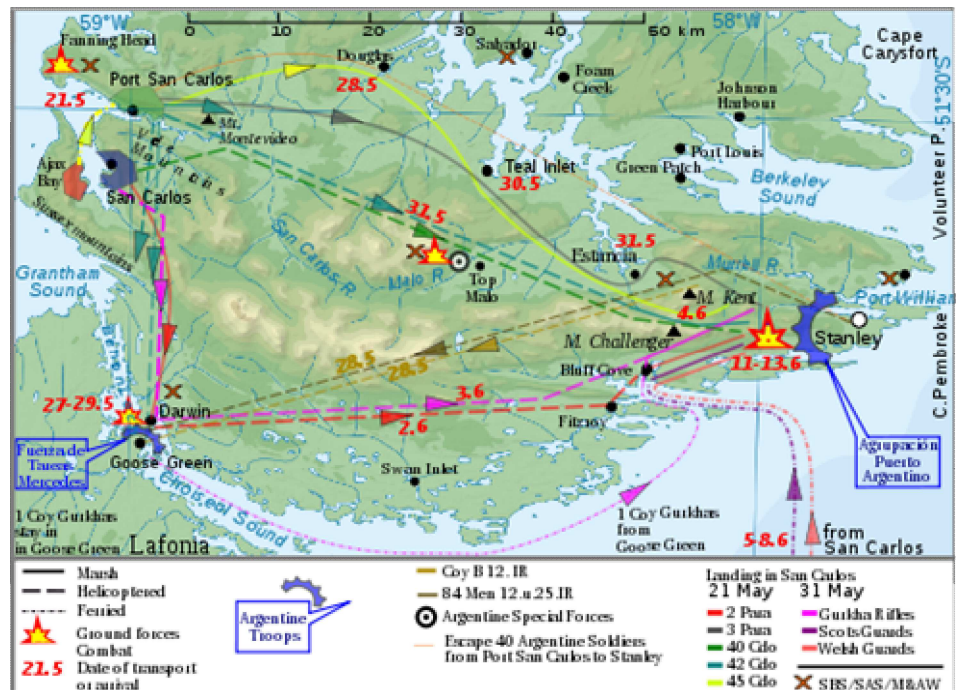
Another critical loss to the Task Force was that of the MV Atlantic Conveyor on 25th May. Although not directly involved in the San Carlos landings, she was carrying large quantities of helicopters, transport and engineering stores – most critically, three of the four RAF Chinook helicopters and most of the Bv-202 tracked carriers. Thankfully for the British, one Chinook and all of the RAF Harrier GR Mk 3 close support aircraft had already been flown off the vessel and would play a massive role in the land campaign to come.

The loss of the Atlantic Conveyor had left Major General Jeremy Moore with a dilemma. The original plan had been to leapfrog 5 Infantry Brigade forward by helicopter to meet the Argentines west of Post Stanley and then use the helicopters to support them in place while 3 Commando Brigade was also moved forward. However, all but one of the Chinooks and a squadron's-worth of Wessex had all gone to the bottom, scuppering that plan.

Thanks to the naval sacrifice, the entire 3 Commando Brigade (40, 42 & 45 RM Commando, plus 2 & 3 Para) and elements of 5 Infantry Brigade (primarily 1/7 Gurkhas) were safely ashore and consolidating their bridgehead. However, political and military leaders in the UK, alarmed by the mounting naval losses and the perceived lack of ground action, were urging Admiral Sandy Woodward and General Moore to take offensive land action against the Argentines.

On the 26th, the Argentine Army made a move that changed the situation: an SAS patrol near Mount Kent, to the west of Port Stanley, reported that the Argentine infantry battalion stationed there (later identified as the 12th Infantry Regiment) was being ferried out by helicopter. A second SAS patrol, concealed near Darwin, reported the Argentine unit arriving by helicopter at Goose Green and moving to fortify the Darwin area. This fresh presence at Goose Green and Darwin now represented a clear threat to the right flank of the advance to Port Stanley and could not be ignored. A previous plan for 2 Para to raid the small garrison at Goose Green on 24th May (which had been cancelled), was therefore dusted off and 2 Para were warned to move south to meet the enemy. In the meantime 3 Para and 45 Commando were to commence the advance overland to Port Stanley, while 42 RM Commando were to be helicoptered forward to occupy the newly-vacated Mount Kent.

The earlier plan had called for 2 Para to 'raid and return' – causing havoc in the Goose Green/Darwin isthmus and screening the right flank of the move to Stanley. However, the presence of 12th Regiment (and the lobbying of Lieutenant Colonel 'H' Jones, Commanding Officer of 2 Para) now warranted an upgrade in the mission – 2 Para were ordered to assault and destroy the enemy presence at Darwin and Goose Green.





However, there was no transport or armoured support available – air superiority had by no means been achieved and Major General Moore was therefore unwilling to risk either the Blues & Royals' light armour or the few precious Bv-202 carriers outside the SAM umbrella at San Carlos. Helicopters were also at a premium since the sinking of the Atlantic Conveyor and 2 Para would therefore have to walk; this meant that the bulk of 2 Para's 81mm mortars and all of their .50 Calibre HMGs would have to be left behind. Lt Col Jones did consider the use of landing craft, but ruled it out on advice that the Argentines were well prepared to resist a seaborne assault and had mined many of the suitable landing beaches.

There was some good news, however. Helicopters would be made available to ferry forward half the 105mm Light Guns of 8 Battery RA, plus almost 1,000 rounds of ammunition. The frigate HMS Arrow would also support the initial phase of the attack with her 4.5-inch gun turret, though would have to withdraw at dawn, due to the threat of air attack. RAF Harrier GR Mk 3s would also make strikes against Goose Green, though weather was hampering carrier operations.



On 27th May, the leading elements of 2 Para established a firm base at Camilla Creek House, a few miles north of Darwin. The 105mm guns were flown in and patrols moved forward to observe the enemy positions. 2 Para's Forward Air Control party identified infantry and gun positions near Darwin and called in a Harrier strike. However, the weather was preventing Harrier operations at that time and the FAC party returned to 2 Para Battalion HQ. Typically, the weather then cleared sufficiently for the Harrier strike force to take off, but now they were unable to contact the FAC party. Nevertheless, the Harriers made two attack runs over Goose Green with cluster-bombs and cannon. One of the Harriers, piloted by Squadron Leader Bob Iveson, came back for a third run but was hit by 35mm Oerlikon fire. Sqn Ldr Iveson ejected at high speed and at last minute; his aircraft exploding in the air a fraction of a second after he left it. Injured by the high-speed ejection, he managed to evade capture until being picked up by a Royal Navy helicopter a few days later.

The Argentine defenders were now fully aware that something was brewing. Lt Col Ítalo Piaggi, commanding the newly-arrived 12th Infantry Regiment, was receiving reports from his patrols and outposts; a number of them had sighted enemy patrols and one had engaged an enemy patrol with machine-gun fire. A mobile patrol, mounted in a commandeered civilian Land Rover, had disappeared altogether and was presumed captured by the enemy. The Argentine conscripts were frantically digging in to their newly-occupied positions. Piaggi had two of his three companies with him, as well as a company of the 25th Infantry Regiment, a 105mm artillery battery and a 35mm air defence detachment. Goose Green itself was held by Vice-Commodore Wilson Pedrozo's 200 Air Force troops, who had spent the last month fortifying the area and planting mines on likely approaches and landing-beaches. Piaggi could also expect to receive close air support from Port Stanley, so was reasonably confident that he could hold his ground.



By 0230hrs on 28th May, all four of 2 Para's rifle companies were in position on the start-line, either side of Burntside Pond, while the Fire Support Company was standing by in a fire support base west of the Camilla Creek. 8 Battery's guns were standing ready to fire at Camilla Creek House and HMS Arrow was in Brenton Loch, ready to open up with her 4.5-inch automatic gun. Major Farrar-Hockley's 'A' Company was the first to encounter the enemy; Burntside House had been identified as an Argentine forward platoon position and it was immediately subjected to heavy fire. Thankfully, the four civilians there were unarmed, but the Argentine platoon (from 'A' Company/12th Infantry Regiment) quickly withdrew, leaving two dead. With Burntside House secure, 2 Para moved forward with speed and aggression, just as 'H' Jones had instilled in them.

The first major land battle of the Falklands War had begun...

### **Scenario Overview**

This is a medium-sized scenario, with a reinforced battalion of around 5-6 Manoeuvre Elements, plus artillery and air support on each side. However, the table is LARGE (12x6 feet) and the timescale has been condensed to allow the whole battle to be fought as a single scenario.

## **British Briefing – Lt Col Herbert ‘H’ Jones, Commanding 2 Para**

### **Situation – 0400hrs, Friday 28th May 1982**

Following the cancellation of your planned raid against the enemy airstrip at Goose Green on the 24th, the operation is now back on. On the 26th, the SAS reported the movement by helicopter of approximately a full infantry battalion, from the Mount Kent area to Goose Green. General Moore and Brigadier Thompson agree that this new presence represents a clear threat to the right flank of the 3 Commando Brigade move to Port Stanley and must therefore be neutralised. Yours is still the closest battalion to the threat, so your companies have once again been moved toward the Darwin/Goose Green isthmus.



However, the threat from enemy air power is such that the Bv-202s and CVR(T)s landed in the bridgehead are not to be risked outside of the SAM umbrella, so your guys are having to ‘tab’ across country to the Forming-Up Point at Camilla Creek House. This means that you and your Fire Support Company have had to make some hard choices about what to bring; while you have your full SFMG Platoon and Milan Platoon, you only have one section of 81mm mortars present and no HMGs.

On the plus side, you do have naval gunfire and air support to call upon, as well as some 105mm support from 8 Battery RA, who have been helicoptered forward to the Camilla Creek House. You also have some Royal Engineers to lift mines and some Blowpipe SAM teams to keep the *Pucarás* off. The SAS are also lurking in the area and are keeping you abreast of events within the Argie camp.

The RAF last night made a show of attacking the defences at Goose Green. However, bad weather delayed their departure from Hermes and your FAC was off-net when they arrived. Nevertheless, they made three runs over the Argie defences. You’ve no idea if they did any damage, but one of the Harriers was shot down by AAA. You hope he made it out ok.

Your attack opened at 0230hrs, with an assault by ‘A’ Company on the Burntside House. That went well, with the Argie platoon driven out with two dead, four civilians liberated and no casualties on our side. Long may it continue. With the bottleneck of the Burntside Pond now behind you, 2 Para is now advancing with speed and aggression toward the objective.

### **Mission**

You are to assault the Darwin and Goose Green isthmus, with the intention of destroying the enemy presence there.

### **Execution**

#### **Friendly Forces**

- Your forces are detailed in the orbat at Annex A below.
- All elements of 2 Para, 59 Commando Engineer Sqn RE and 22 SAS are classed as Élite.
- All other elements, including aircrew and FOs, are classed as Veteran.

#### **Deployment**

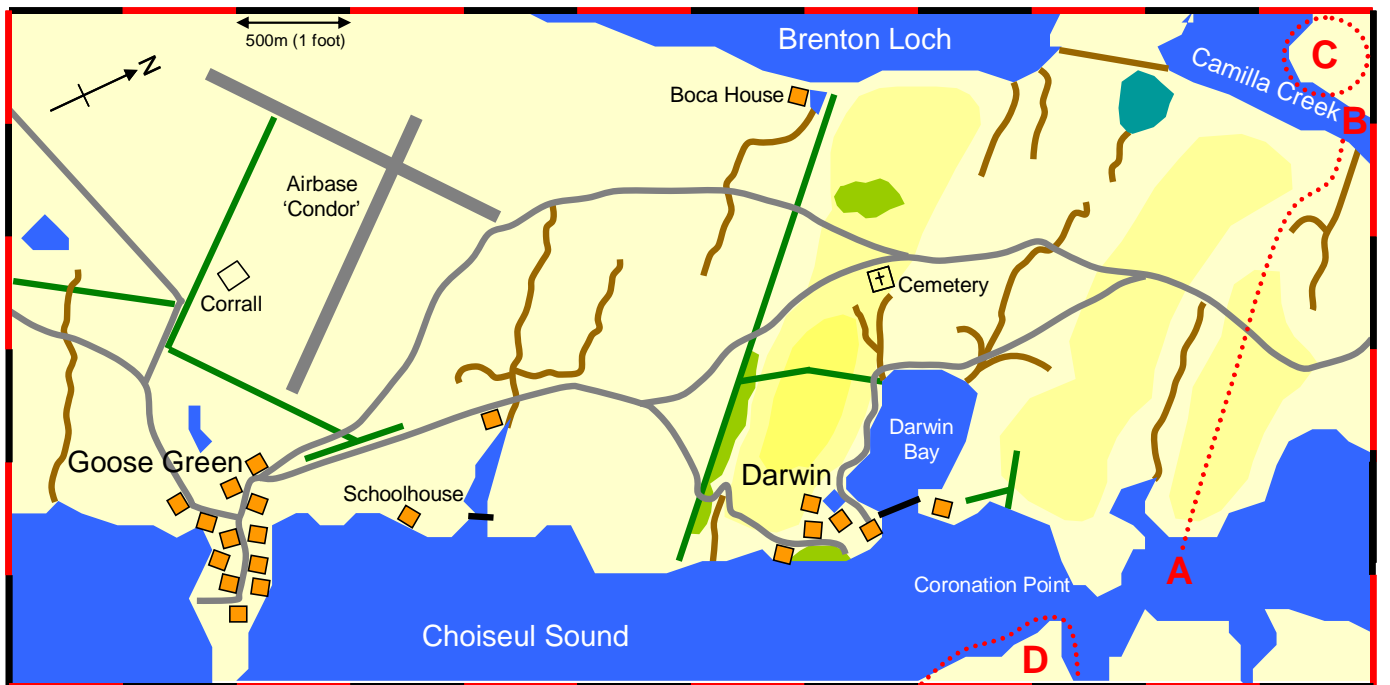
- 2 Para Battalion HQ, with ‘A’, ‘B’ & ‘D’ Companies may deploy anywhere north of Line A-B.
- 2 Para Fire Support Company is deployed in Improved Positions within Area C (the Fire Support Base) west of the Camilla Creek.
- 2 Para ‘C’ Company, the Royal Engineers and the RA/RM Blowpipe Detachment may move on to table via the British table edge during the Manoeuvre Phase of Turn 1 or any subsequent turn.
- The SAS patrol is deployed in Improved Positions within Area D. This unit has night-vision equipment (see ‘Optional Rules’).
- The FOs and FAC may be attached to any 2 Para HQ Element or ME.

- 2 Para Fire Support Company may re-deploy all or some of its units to more closely support 2 Para's assault. To re-deploy these units, move them out of the Fire Support Base and off the northern edge of the table. They will then be off-table for three turns as they negotiate the bridge over the Camilla Creek. They will re-appear anywhere on the northern table edge during the Manoeuvre Phase of the fourth turn after leaving the table.

### Enemy Forces

- Despite the best efforts of the SAS and your patrols, intelligence on the Enemy Forces is scant. What you do know is that the Argentine Air Force has established a small airbase at Goose Green, manned and defended by approximately 200 men, including anti-aircraft cannon. However, the SAS have reported reinforcements being flown by helicopter from Mount Kent to Goose Green. The size and composition of this force is not known, but it probably comprises at least a full rifle company.
- The air situation today is likely to be poor. The weather is likely to prevent British fast air operations off the Carriers, but is unlikely to prevent Argentine close air support aircraft flying out of Port Stanley or mainland Argentina. The weather is forecast to improve as the day goes on, so the air situation should improve as the Sea Harriers establish a CAP.

## Goose Green – British Deployment Map



### Map Key

Open Ground (Soft)	Gorse Thicket	Low Hedge
Sea/Lake (Impassable)	Marsh	Foot Bridge
Walled Enclosure (Low Walls)	Shallow Gully	Grass Airstrip (classed as Unpaved Road)
Marked Minefield	Track (classed as Open Ground)	Built-Up Area

### Fire Support

- The frigate HMS Arrow will provide fire support with her automatic 4.5-inch gun turret (Large Template, 0/+1). She may conduct Shelling, Random Shelling or Illumination missions. No smoke.
- HMS Arrow counts as Direct Fire Support, but only the dedicated FO may call for fire.
- IDF from HMS Arrow originates from the western table edge (Brenton Loch).
- HMS Arrow will withdraw by dawn (0730hrs – British Turn 7) due to the risk of air attack. British Turn 6 will therefore be the final turn of naval gunfire. However, once HMS Arrow has departed, the FO may remain in the battle as an additional FO for 29 Commando Regiment RA.

- Half of 8 Battery, 29 Commando Regiment RA has been moved forward to provide fire support. This unit consists of **x1** 105mm Light Gun in Direct Support (Large Template, -1/0). May fire Shelling, Random Shelling, Smoke, Mixed Shelling/Smoke or Illumination missions.
- IDF from 8 Battery counts as Direct Fire Support and originates from the northern table edge.
- 2 Para Support Company has emplaced a single 81mm mortar section ready to support the attack. The remainder of the Mortar Platoon is struggling to find transport to move weapons and ammunition forward from San Carlos. The Mortar Platoon counts as Direct Fire Support (1 Small Template per mortar, -1/0). May fire Shelling, Random Shelling, Smoke, Mixed Smoke/Shelling or Illumination missions.
- The MG Platoon have brought forward sufficient ammunition to enable them to provide indirect fire support with their GPMGs. You would have preferred more 81mm mortars, but beggars can't be choosers. See special rules for 'Plunging Fire' (below).
- All Indirect Fire Support may be part of a pre-planned fire plan or may called in to fire on targets of opportunity. However, once a fire support unit has been called in, it may not go back to the fire plan.

### Air Support

- May call for Close Air Support (CAS) from Turn 20.
- The first successful call for CAS will bring in a Harrier GR Mk 3, loaded with cluster bombs.
- The second successful call for CAS will bring in another Harrier GR Mk 3, this time loaded with rockets.
- As the Harriers are loaded with drop-tanks for the long transit from/to HMS Hermes, they may only make one strike with main weapons. They may however, return for a strafing run in the following turn, provided they have not been Disordered or Knocked Out in their first pass.
- Note that Suppression results from AA fire are automatically removed before an aircraft makes its second or third pass.
- There is no more CAS available today.

### Reinforcements

- There will be no reinforcements today.

### British Casualty Evacuation

- See 'Optional Rules' below.
- You have a total of **x1** Gazelle and **x2** Scout helicopters to use for casualty evacuation.

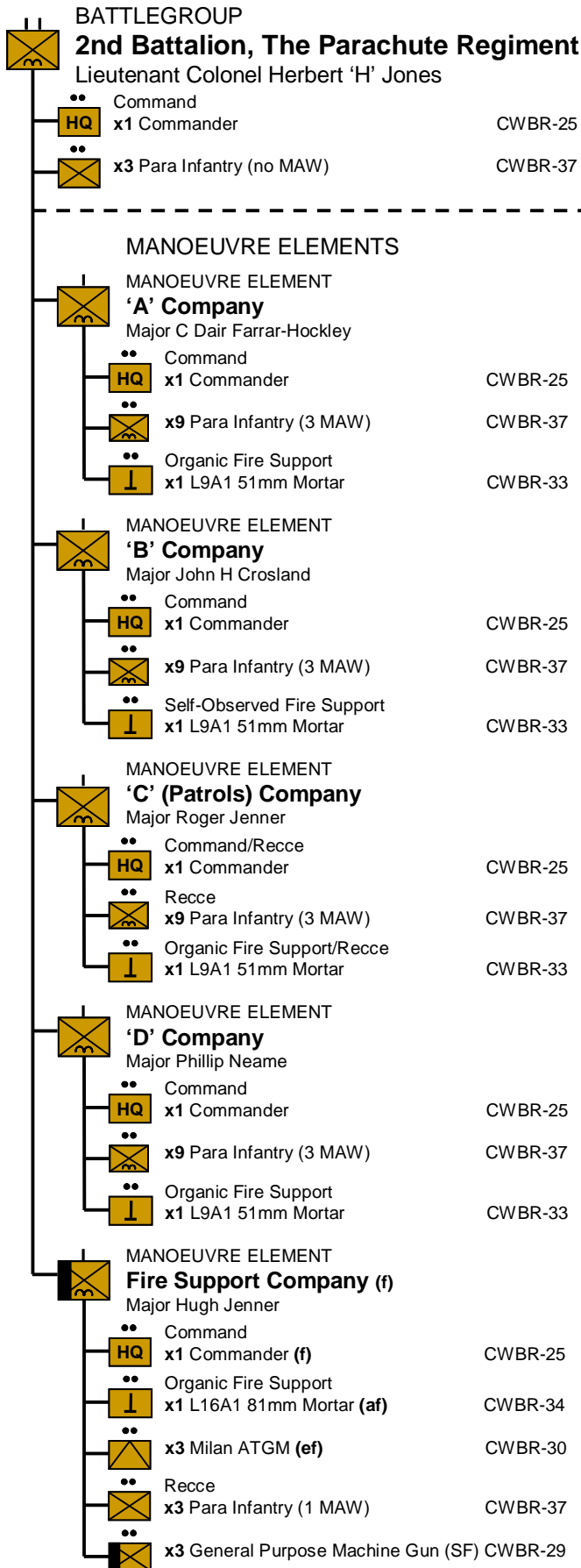
### Game Sequence

- The British player has the first turn.
- The scenario will end after the Argentine Turn 30.

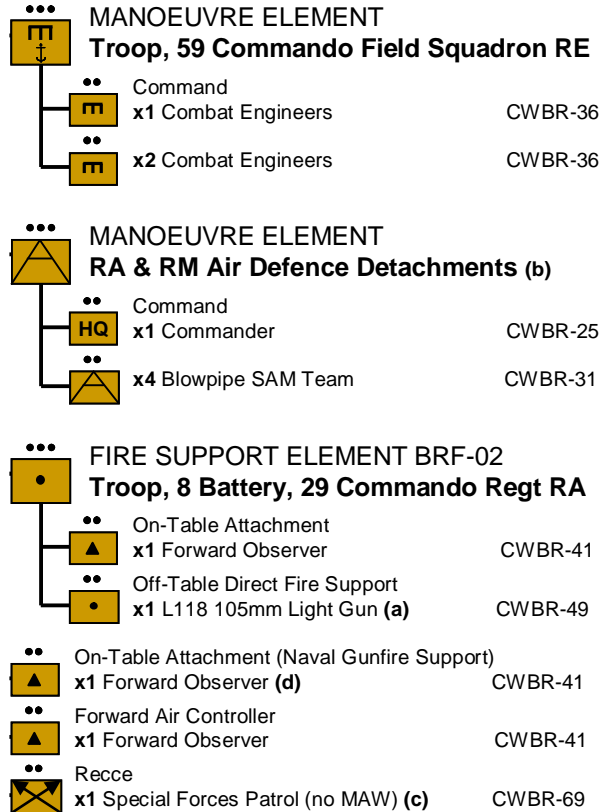
### Victory Points

- **1 VP** for each enemy Manoeuvre Element with greater than 25% casualties OR each knocked out Gun.
- **2 VP** for each enemy Manoeuvre Element with greater than 50% casualties.
- **3 VP** for each enemy Manoeuvre Element with greater than 75% casualties.
- **Argentine Surrender** – If the British VP total doubles that of the Argentine total at the end of the Argentine turn, the Argentine player must roll a D10. If the total is less than the British VP total, the Argentine force will surrender.

- The British player loses if the Argentine force has not surrendered before the end of the scenario.



**BRIGADE ATTACHMENTS**



(a) The chronic lack of transport means that there is only a single 81mm Mortar section and a single section of 105mm guns available to support the attack.

(b) I don't know exactly how many Blowpipes were deployed for this operation, nor what the proportions were from the RA and RM, only that detachments from both the Air Defence Troop RM and 43 Air Defence Battery RA were deployed for this operation. I have grouped them here as a single ME for game purposes, though they may alternatively be split up as direct attachments to other MEs.

(c) There is an SAS patrol observing the Argentine positions from across the Choiseul Sound, opposite Darwin. This unit has night-vision equipment and may call in 105mm artillery or air support as a FO/FAC.

(d) The FO from 148 Commando Forward Observation Battery RA may direct the fire of the frigate HMS Arrow. The FO may continue observing for 8 Battery RA once HMS Arrow departs.

(e) Milan ATGMs were used primarily as infantry-support weapons in the Falklands; particularly for knocking out bunkered heavy weapons. Milan teams may therefore attack T & G targets with a factor of +2 anywhere within its missile engagement range.

(f) The Fire Support Company starts the scenario deployed as a unified ME in the Fire Support Base at Camilla Creek. Other units such as FOs and Blowpipes may be grouped with the Fire Support Company in the Fire Support Base.



# **Argentine Briefing – Lt Col Ítalo Piaggi, Commanding 12th Infantry Regiment**

## **Situation – 0400hrs, Friday 28th May 1982**

Following the British landings at Puerto San Carlos, your regiment has been moved by helicopter from its former position at Mount Kent to Airbase 'Condor', which sits on the narrow neck of land that separates the northern and southern halves of East Malvinas. The Air Force garrison of 'Condor' have found themselves perilously close to the British and are very relieved to see the arrival of your regiment.

The British are clearly near defeat, as the radio has catalogued the daily tally of ships sunk by the Air Force and Naval Aviation (including one of their two aircraft carriers).

However, despite their catastrophic naval defeat, their Harrier jets still seem to be flying. Two of them dropped cluster bombs on and strafed your positions yesterday evening, though one was foolish enough to return for a third run and was shot down by your anti-aircraft guns. Nevertheless, this is worrying, as the Air Force and Navy are adamant that they are defeating the British Navy!

Nevertheless, the British force at Puerto San Carlos still seems to be growing in strength and furthermore, seems to be pushing out of its bridgehead. Patrols have brought back worrying news of columns of troops marching your way, supported by helicopters ferrying heavy weapons and vehicles, while a British warship has been spotted in Brenton Loch, to your immediate west. Something is brewing.

## **Mission**

You are to defend your positions at Airbase 'Condor', with the intention of maintaining the base for air operations and to provide a threat to the British southern flank.

## **Execution**

### **Friendly Forces**

- Your forces are detailed in the orbat at Annex A below.
- Note that 'B' Company/12th Infantry Regiment is absent. They are still at Mount Kent, awaiting helicopter transport to bring them to Airbase 'Condor'. See 'Reinforcements' (below).
- Two platoons (i.e. x6 Infantry) of 'C' Company/25th Infantry Regiment are also absent, awaiting helicopter transport to bring them from Puerto Argentino (i.e. Port Stanley). See 'Reinforcements' (below).
- The Air Force 'Condor' Airfield Defence Group and 'C' Company/12th Infantry Regiment are classed as Raw.
- 'C' Battery/4th Airmobile Artillery Regiment, the 35mm anti-aircraft gun detachment of 601st Air Defence Artillery Battalion and all aircrew are classed as Experienced.
- All other elements are classed as Trained.

### **Deployment**

- 'A' Company/12th Infantry Regiment, may deploy anywhere south of Line Y-Z.
- 'C' Company and Recce Platoon/12th Infantry Regiment, plus 'C' Company/25th Infantry Regiment (minus the two absent platoons) may deploy anywhere south of Line W-X.
- All remaining elements are deployed south of Line U-V.
- The 35mm AA gun detachment must deploy within Area T.
- All units may start the game Dug In.
- Dummy units may be deployed in accordance with the Dummy Unit Generator Table in the core BF:WWII rulebook.



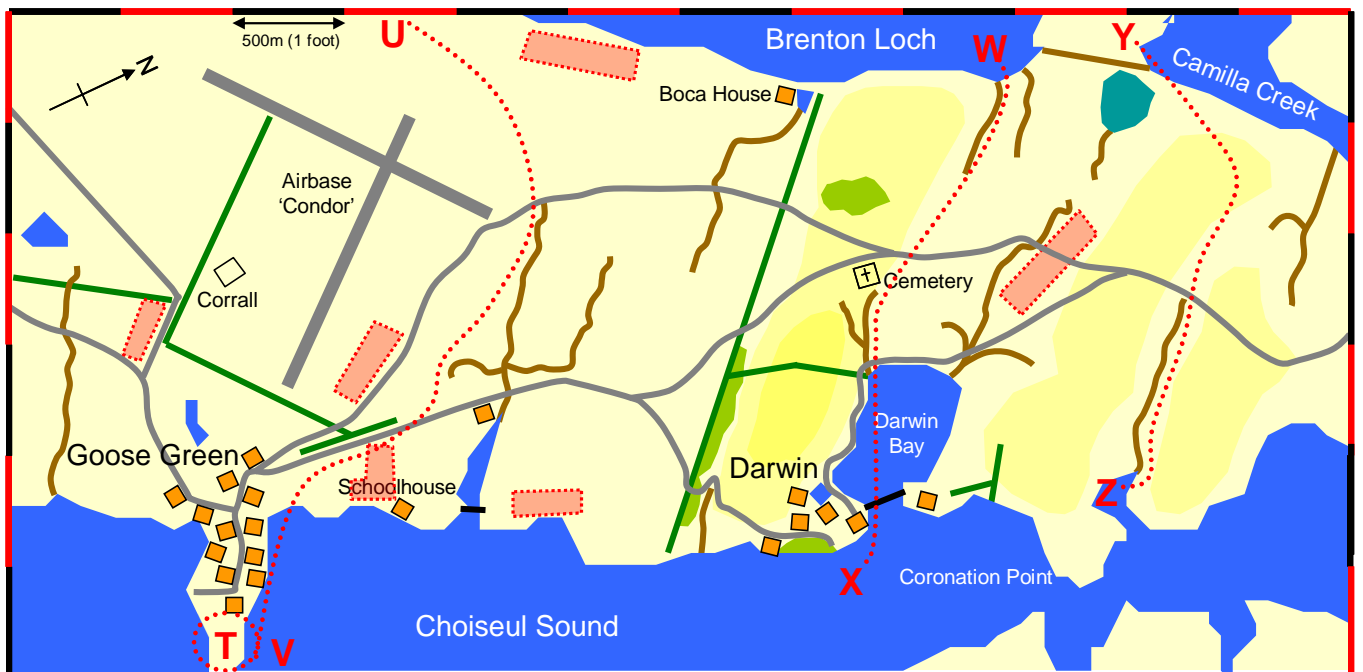


- Note that you have several marked minefields in the area. These were placed by the Air Force garrison, primarily in order to defend against seaborne landings on the many beaches hereabouts. Nevertheless, they should prove useful. Note that these should be left off the table at the start. The British will be able to spot the minefields when his troops come within 6 inches (daylight) or 1 inch (night-time), so place them on table as soon as the British unit comes within spotting distance.
- Note that where tracks pass through minefields, the tracks themselves are not mined. This must be made clear to the British player when minefields are revealed.

### Enemy Forces

- You have no information whatsoever on enemy strength, composition or intentions. You know that they have landed in approximately brigade strength at Puerto San Carlos, approximately two days' march to the north-west, and have been consolidating their position there for a week. Your patrols have already clashed with British patrols to the north of your position and one of your patrols has not returned. It therefore seems likely that the enemy is about to attack your position from the north.

## Goose Green – Argentine Deployment Map



### Map Key

Open Ground (Soft)	Gorse Thicket	Low Hedge
Sea/Lake/Creek (Impassable)	Marsh	Foot Bridge
Walled Enclosure (Low Walls)	Shallow Gully	Grass Airstrip (classified as Unpaved Road)
Marked Minefield	Track (classified as Open Ground)	Built-Up Area

### Fire Support

- 'C' Battery, 4th Airmobile Artillery Group, equipped with **x2** M56 105mm pack howitzers, has been assigned to your task group. However, their OC reports that at present, only **x1** of those guns is serviceable (Large template -1/0). This battery is in Direct support and may fire Shelling, Random Shelling, Smoke, Mixed Smoke/Shelling and Illumination missions.
- Your regimental Mortar Platoon is equipped with **x3** Brandt 120mm mortars (Large template 0/+1). This platoon is Organic support and may fire Concentration, Shelling, Random Shelling, Smoke, Mixed Smoke/Shelling and Illumination missions.
- The Brandt 81mm mortars issued to your rifle companies are notoriously unreliable. Roll 1 D6 for each company when they first attempt to fire their 81mm mortar. The mortar will fire successfully on a roll of 5 or

6, otherwise it is unserviceable and is removed from play for the rest of the scenario (does not count as casualties – re-calculate total ME strength minus the mortar section).

- Note that all Fire Support elements are deployed on table and all Indirect Fire will therefore originate from the centre of each battery. Remember that to fire as a battery (in the case of 120mm mortars), each weapon must be deployed within 2 inches of its neighbour.
- Remember also that Suppressed/Disordered units may not conduct IDF and must re-engage after rallying (taking an action to do so) before they may resume IDF.

### Air Support

- May call for Close Air Support (CAS) from Turn 10.
- The first successful call for CAS will bring in a Pucará, loaded with bombs.
- The second successful call for CAS will bring in another Pucará, this time loaded with rockets.
- Once the second Pucará has completed its attack, there will be a delay before any more CAS is made available. You may start rolling again for CAS from Turn 18.
- The third successful call for CAS will bring in an MB-339A, loaded with rockets or bombs (your choice).
- The fourth successful call for CAS will bring in another Pucará, loaded with rockets or bombs (your choice).
- Provided they have not been Knocked Out or Disordered, Pucarás may make a second run with main weapons.
- Aircraft may return for a strafing run in the following turn, provided they have not been Disordered or Knocked Out in their first pass.
- Note that Suppression results from AA fire are automatically removed before an aircraft makes its second or third pass.
- There is no more CAS available today.

### Reinforcements

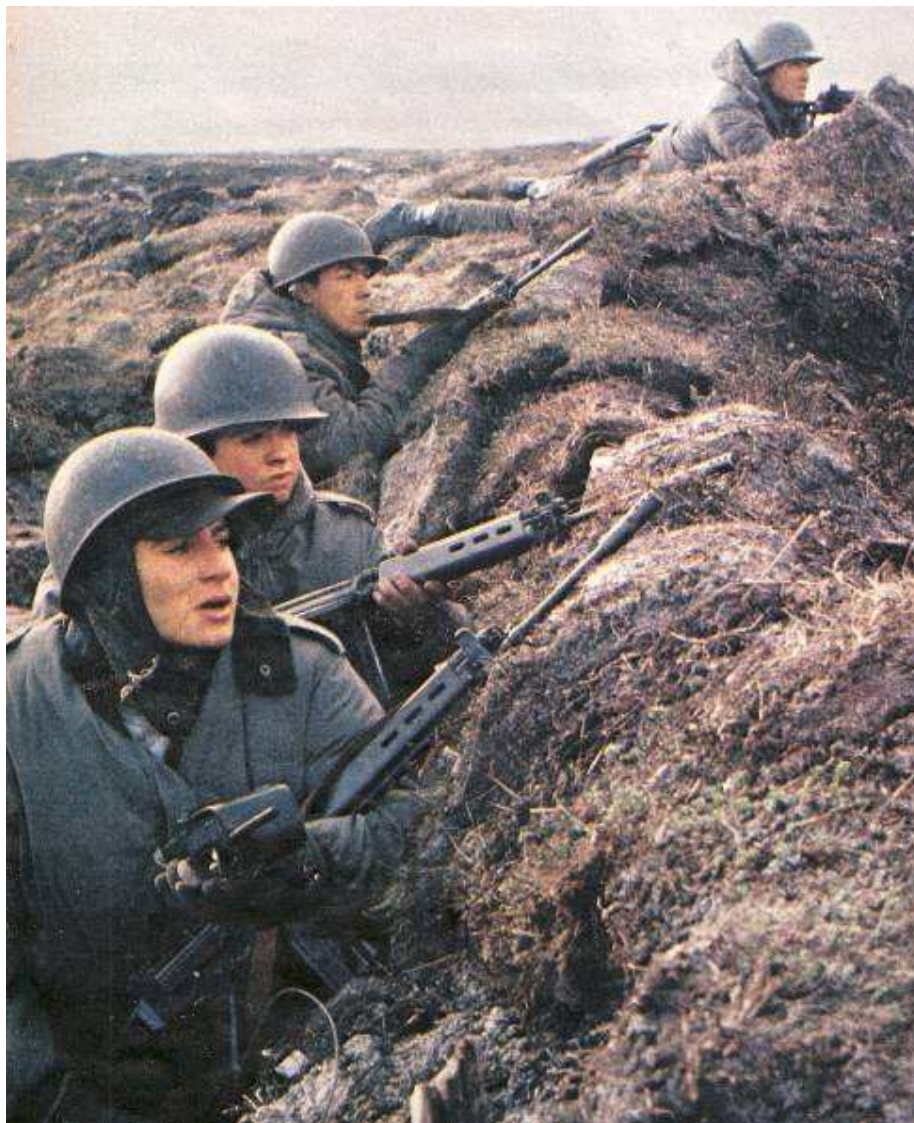
- Turn 10 – A single UH-1H Iroquois, carrying **x3** Infantry from 'C' Company/25th Infantry Regiment may fly on to the table from any direction and land in the same turn. It will leave the table during the following turn.
- Turn 11 – As Turn 10.
- Note that the second reinforcement flight must land within 2 inches of the LZ used by the first helicopter.
- Turn 20 – A single UH-1H Iroquois, carrying **x3** Troop units (of your choice) from 'B' Company/12th Infantry Regiment may fly on to the table from any direction and land in the same turn. It will leave the table during the following turn.
- Turn 21 – As Turn 20.
- Turn 22 – As Turn 20.
- Turn 23 – As Turn 20.
- Turn 24 – As Turn 20.
- Turn 25 – A single UH-1H Iroquois, carrying the last **x2** Troop units (of your choice) from 'B' Company/12th Infantry Regiment may fly on to the table from any direction and land in the same turn. It will leave the table during the following turn.
- Note that the 2nd, 3rd, 4th & 5th helicopters bringing in 'B' Company must land within 2 inches of the LZ used by the first helicopter.

## Game Sequence

- The British player has the first turn.
- The scenario will end after the Argentine Turn 30.

## Victory Points

- **1 VP** for each enemy Manoeuvre Element with greater than 25% casualties OR each knocked out Gun.
- **2 VP** for each enemy Manoeuvre Element with greater than 50% casualties.
- **3 VP** for each enemy Manoeuvre Element with greater than 75% casualties.
- **Argentine Surrender** – If the British VP total doubles that of the Argentine total at the end of the Argentine turn, the Argentine player must roll a D10. If the total is less than the British VP total, the Argentine force will surrender.
- The British player loses if the Argentine force has not surrendered before the end of the scenario.

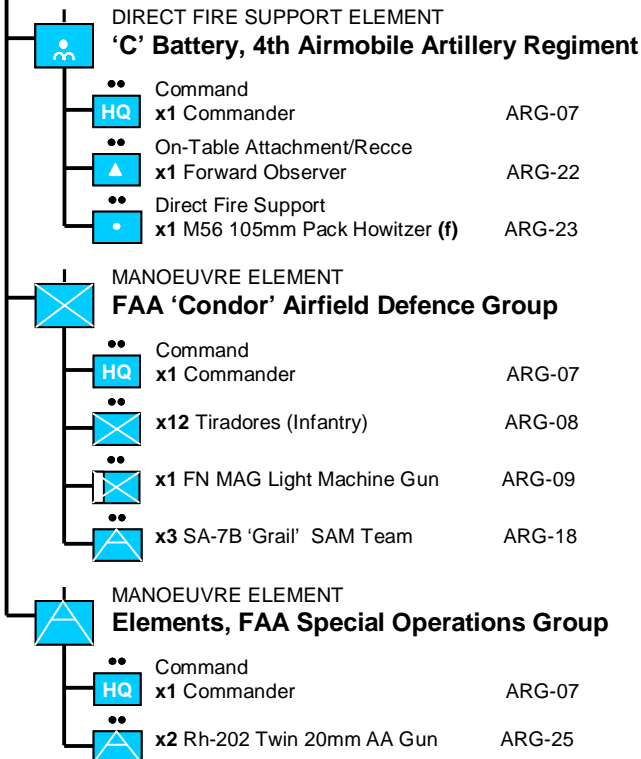
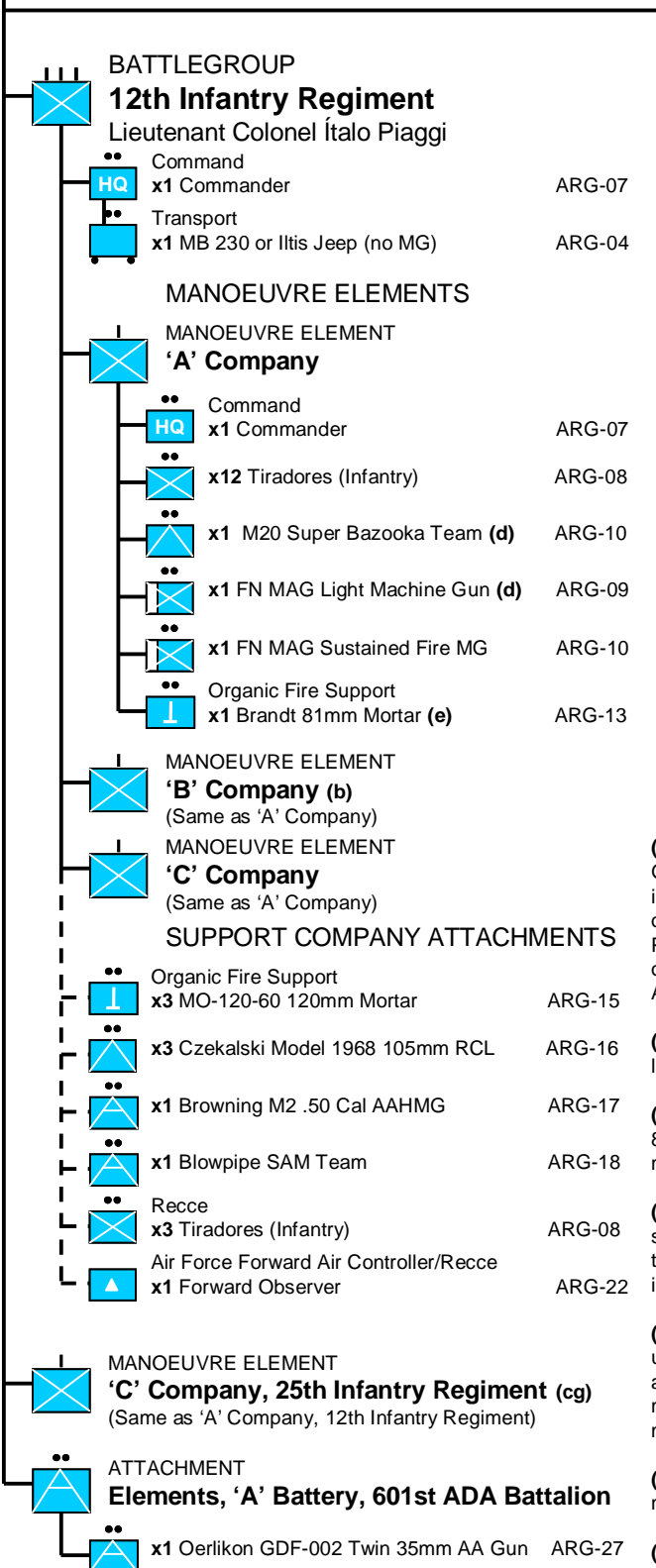




## BATTLEGROUP

### Task Group 'Mercedes'

Lieutenant Colonel Ítalo Piaggi (a)



(a) Task Force 'Mercedes' was officially commanded by Brigadier General Omar Parada. However, as he stayed in a comfortable billet in Port Stanley, it was left to the local commanders to work out their own chain of command. As the senior Army officer present, Lt Col Piaggi commanded the battle, even though he was technically outranked by Vice-Commodore Wilson D Pedrozo, commanded of Airbase 'Condor' at Goose Green.

(b) 'B' Company was absent at the start of the battle, but was airlifted in during the battle. See 'Reinforcements' rules.

(c) Curiously, there are also mentions of a platoon of 'C' Company, 8th Infantry Regiment being present in the battle. This is probably a mis-identification of 'C' Company of the 12th or 25th Regiments.

(d) M20 3.5-inch Super Bazookas and FN MAG LMGs were held as separate teams in each platoon's heavy weapons section. Hence they are listed here as separate teams, rather than being incorporated into the Infantry fire factors.

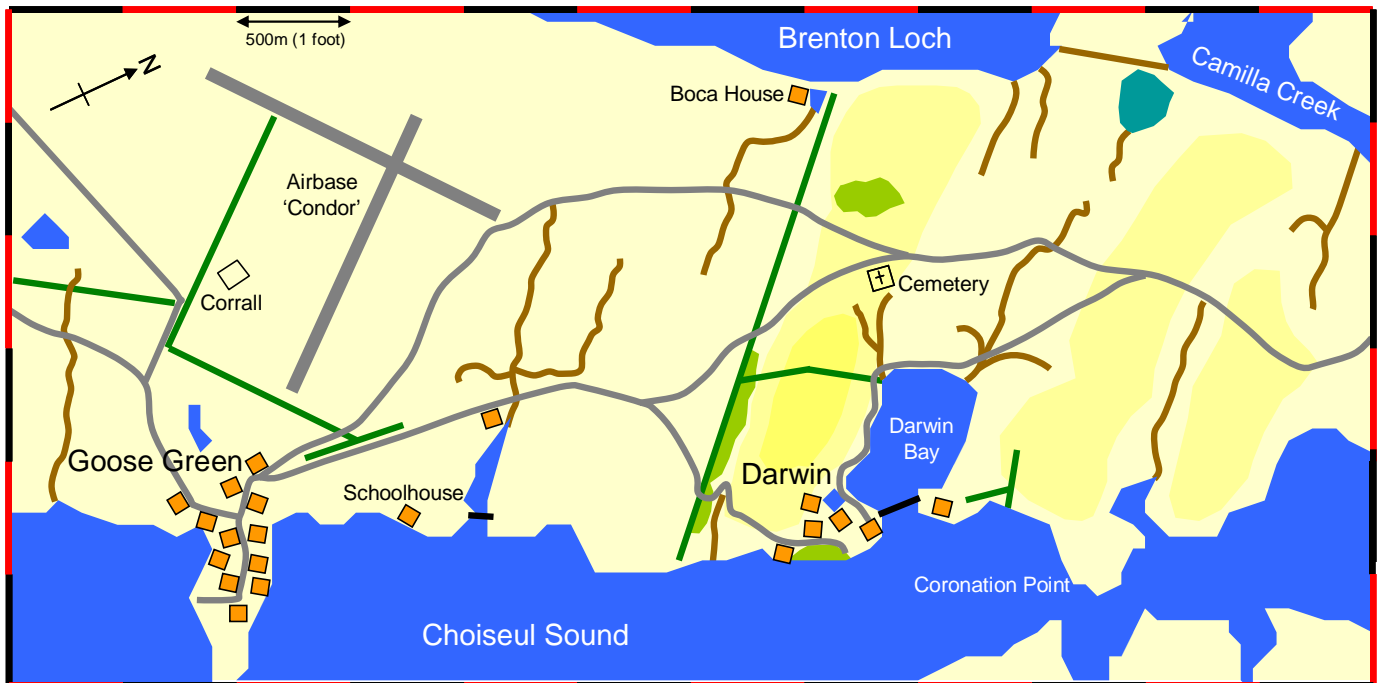
(e) The Brandt 81mm mortar in Argentine service was notoriously unreliable. There is certainly no mention of Argentine 81mm fire in all the accounts of the battle that I can find, though there is much mention of 120mm fire. I would therefore delete at least x2 81mm mortars from the orbat.

(f) While there were four actual 105mm guns present (equating to x2 models), only three were serviceable (x1 model).

(g) One platoon was initially absent from 'C' Company, 25th Infantry Regiment, being airlifted in very late in the battle. See 'Reinforcements' rules.



## Terrain Effects



### Map Key

Open Ground (Soft Ground)	Gorse Thicket	Low Hedge
Sea/Lake (Impassable)	Marsh	Foot Bridge
Walled Enclosure (Low Walls)	Shallow Gully	Grass Airstrip (classified as Unpaved Road)
Marked Minefield	Track (classified as Open Ground)	Built-Up Area

Terrain	Concealment	Cover	Mobility		
			Troops	Tracked or Half-Tracked Vehicle	Wheeled Vehicle or Gun
Soft Ground	Nil	Nil	Half Speed	Half Speed & Bog	Half Speed & Bog
Gorse Thicket	Dense Area	Soft	Half Speed	Half Speed	Half Speed & Bog
Marsh	Nil	Nil	Half Speed & Bog	Impassable	Impassable
Track	Nil	Nil	Full X-Country Speed	Full X-Country Speed	Full X-Country Speed
Airstrip (1)	Nil	Nil	Full Road Speed	Full Road Speed	Full Road Speed
Built-Up Area	Dense Edge	Hard	Full Speed	Impassable	Gun: Half Speed Veh: Impassable
Low Walls	Sparse Edge	Hard	Half Speed	Breach & Bog	Impassable
Low Hedgerow	Sparse Edge	Soft	Half Speed	Breach	Breach & Bog
Shallow Gully	Sparse Edge	Hard	Half Speed	Breach	Breach & Bog
Sea/Lake/Creek	Nil	Nil	Impassable	Impassable	Impassable
Foot Bridge	Nil	Nil	Full Speed	Impassable	Small Gun only: Full Speed

## Terrain Effects Notes

1. These are rough grass airstrips and are treated as Unpaved Roads. Note also that units on airstrips are spotted with a +1 spotting modifier.



## Optional Rules Used In This Scenario

### Helicopter & Close Air Support Operations

- Refer to the Playtest *Battlefront: Modern Rules* at <http://www.fireandfury.com/modern/modernrules.pdf>

### Modern Artillery Rules

- In this scenario, artillery works in exactly the same manner as WW2 artillery, so simply refer to the core rulebook and the Artillery Tutorial at <http://www.fireandfury.com/artillerytutorial/artytut.shtml>

### Machine Gun Grazing Fire

- Emplaced Argentine Sustained Fire FN MAGs and Browning M2 .50 Cal HMGs (units ARG-10 & ARG-17) may conduct 'Grazing Fire'.
- Refer to the Playtest Grazing Fire Rules at <http://www.fireandfury.com/extra/mggrazing.shtml>
- The Grazing Fire Template may be found here: <http://www.fireandfury.com/extra/downloads/mggraze.jpg>

### Machine Gun Plunging Fire

- British units equipped with Sustained Fire L7A2 GPMGs (unit CWBR-29) are trained and equipped to conduct indirect 'Plunging Fire'.
- Refer to the Playtest Plunging Fire Rules at <http://www.fireandfury.com/extra/mgplunging.shtml>

### Clearing Minefields with Engineers or Assault Pioneers

- Engineers/Assault Pioneers may clear up to 1 inch of minefield per movement action.
- 'Rapid Advance' (i.e. two actions per turn) is not permitted.
- For each inch of the minefield, roll on the Improve Position Table with a +3 modifier. If the Engineer/Assault Pioneer section succeeds on the 'Improve Position' table, the Assault Pioneer section moves forward 1 inch and clears a safe path wide enough for one unit of any type to pass through. Mark the safe path on the table using thread or wire.
- Ordinary (i.e. non Pioneer-trained) Troop elements may also attempt to clear mines using this method, but do so without applying the +3 modifier. However, Veteran and Elite troops may apply a +1 modifier.
- Engineers/Assault Pioneers may conduct Defensive Fire as normal while attempting to clear mines (we've all seen Kelly's Heroes!).
- If the minefield is in terrain that requires a bog-down test, conduct the bog-down test before attempting to clear the minefield. A 'Bog' or 'Displace' result will prevent the unit from clearing mines for that action.
- Once a safe path has been cleared through a minefield, units may only pass through in single file and may not perform a Rapid Advance through the breach.
- Engineers and Assault Pioneers may always attempt to rapidly cross the minefield as normal, rolling on the Minefield Passage Table for every inch of mines crossed. As they are equipped and trained to detect mines, they will apply a +1 modifier on the Minefield Passage Table. Any Troop units following the same route may also then gain the +1 Minefield Passage bonus, but the route will not be safe for anything larger. Note that this method is a lot quicker, but it's risky and it will not create a safe route for vehicles.

### Night Fighting

- Turns 1-6 in this scenario are Night turns.
- Apply a -1 modifier to all Manoeuvre rolls during Night turns.
- Apply a -3 Spotting modifier during Night turns.

- Apply an additional +1 Spotting modifier (for a total of +2) to spot units that are firing during a Night turn.
- Optional illumination rules: Artillery and mortars may fire illumination rounds, using the following procedure:
  - Mark the aiming point for the illumination round – this is a single point on the table, rather than an area effect.
  - The illumination round will illuminate a circular area around the aiming point, the radius of which depends on the size of illumination round used:
    - 51mm or 60mm mortar - 3-inch radius (6-inch circle)
    - 81mm mortar - 4-inch radius (8-inch circle)
    - 105mm gun - 5-inch radius (10-inch circle)
    - 4.5-inch gun or 120mm mortar - 6-inch radius (12-inch circle)
  - Illumination rounds do not create ‘instant daylight’, but they do greatly improve the chances of spotting at night. Therefore, apply an additional +2 Spotting modifier to spot any unit which has an aiming point within the radius of an illumination round (N.B. this equates to a net -1 Spotting modifier to spot an illuminated unit at night).
  - All units automatically count as ‘illuminated’ to any observer using night-vision equipment.

### *British Casualty Evacuation – Optional (N.B. Needs Playtesting!)*

- By the 1980s, the British Army, in common with the armies of other western democracies, placed enormous emphasis on swift evacuation of casualties and effective medical treatment within a very short period. This unquestionably has an enormous positive effect on morale – partly because of the reassurance of knowing that everything was being done for the wounded and partly because they were being removed from sight and earshot of the soldiers still fighting and were now someone else’s problem. During the Battle of Goose Green, the helicopters of the Royal Marine Air Squadron and 656 Squadron Army Air Corps took enormous risks and suffered losses in trying to get the wounded out of danger. I have therefore included these optional rules to simulate this often overlooked aspect of modern warfare.
- When a unit is Knocked Out by ranged combat (i.e. Direct Fire, Indirect Fire or Air Attack), replace the unit with a Casualty Marker. However, ensure that each Casualty Marker is marked with the ME (e.g. the company letter) to which it belongs.
- Units Knocked Out in close combat or taken prisoner are removed from play, as normal.
- Casualty Markers on the table count as casualties when calculating Manoeuvre. If they are successfully evacuated by helicopter, they will cease to count as casualties against that ME when calculating Manoeuvre.
- Exception to the above rule: An ME may not apply the +1 ‘No Casualties’ Manoeuvre modifier if it has suffered ANY casualties, including successfully-evacuated casualties.
- Casualty Markers may not be attacked by fire combat – not even through ‘accidental’ shelling or bombing. However, they will be automatically captured if engaged in Close Combat by enemy forces (no Close Combat roll is necessary).
- Casualty Markers may move up to 4 inches in the Friendly Manoeuvre Phase. They need not roll for Manoeuvre. This simulates their comrades, medics, stretcher-bearers, etc, attempting to carry them out of danger to the unit aid post or Casevac Landing Zone.
- Casevac helicopters may fly on to table at a rate of 1 per turn, provided one is available. They need not be called in.
- Note that evacuating casualties only helps to mitigate Manoeuvre rolls. All casualties still count toward VPs regardless.

### Randomised Close Air Support - Optional

- The Close Air Support listed above is the historical sequence of air activity over Goose Green. Alternatively, the close air support may be randomised using the following procedure:
  - British Close Air Support: To check CAS availability, roll a D10 at the start of each Air Support Phase. On a roll of 9 or 10, an aircraft Harrier GR Mk 3 will become available.
  - Argentine Close Air Support: To check CAS availability, roll a D10 at the start of each Air Support Phase. On a roll of 7, an MB-339A will become available and on a roll of 8, 9 or 10, a Pucará will become available.
  - Once they have become available, CAS aircraft will remain available until called in by a FAC or until a '1' is rolled in a subsequent availability roll. The aircraft will then become unavailable and will return to base.
  - If multiple CAS aircraft are available (by repeated lucky dice-rolling for availability), the first aircraft to become available will always be called in first by the FAC.





## Optional Second Day

- Historically, the Argentine surrender came as a surprise to both sides and consequently, both sides were preparing through the night for a renewal of the battle on the 29th. The British had reinforced 2 Para and were presumably planning to repeat the earlier naval gunfire support and pre-dawn attack. The Argentines meanwhile were preparing to fly in a reinforcement company at daybreak. So, if after playing for 30 turns you still haven't had enough, you may wish to play Day 2: Repeat the first day's scenario, but use the following parameters:
- The British have been reinforced by the following units before the start of the day's operations:
  - The remainder of 8 Battery, 29 Commando Regiment RA (**x2** more 105mm guns)
  - The remainder of 2 Para Fire Support Company (**x2** 81mm mortars and **x3** L2A1 .50 Cal HMGs).
  - 'J' Company/42 Royal Marine Commando (**x1** Commander, **x9** Commando Infantry, **x3** GPMG (LMG) and **x1** 51mm Mortar), graded Élite.
  - Any Casevac helicopters that were removed from play during Day 1 due to Disorder may be returned to play.
  - Randomise Close Air Support for both sides.
- The Argentines will receive 'B' Company/6th Infantry Regiment (organised the same as a company of 12th Infantry Regiment) as reinforcements, graded Trained. Roll for arrival in the Air Support Phase from Turn 7 (Dawn) onward. The reinforcements will arrive on a roll of 1 in Turn 7. The chance for arrival improves by +1 in each subsequent turn, so a roll of 2 is required on Turn 8, a 3 is required on Turn 9, etc. The first helicopter (UH-1H Iroquois) will fly in on that turn with the first **x3** Troop units. Each subsequent turn will bring in another helicopter and so on until the whole company has arrived.
- Before Day 2 operations commence, all units not in cover or more than 5 inches from the nearest enemy must fall back to the nearest cover, or to at least 5 inches from the nearest enemy, whichever is closer.
- Identify the new 'Front Line' by drawing an imaginary line between all the forward units in your army. The Front Line may not be less than 5 inches from the nearest enemy position.
- Reserves and reinforcement MEs may be deployed up to the new front line. MEs may also be pulled out of the Front Line. However, MEs may not be moved laterally from one sector of the Front Line to another.
- All MEs that took part in Day 1 may re-set their starting strength to their strength at the end of Day 1. However, they may not claim the 'No Casualties' +1 Manoeuvre modifier due to fatigue.
- MEs that suffered 50% or more casualties may be amalgamated.

